

674-316 IT and Creative Practice

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 1, - Taught on campus.
Time Commitment:	Contact Hours: A 1-hour lecture and a 2-hour workshop per week Total Time Commitment: 3 contact hours/week , 5.5 additional hours/week. Total of 8.5 hours per week.
Prerequisites:	Completion of subject 760240/673317 (Interactivity)
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p>
Coordinator:	Dr Barb Bolt
Contact:	Creative Arts Office Phone: 8344 8389
Subject Overview:	This subject focuses on the contemporary points of intersection between information technology and the creative arts. Students are introduced to historical and contemporary developments in this area, both in Australia and internationally, through a series of lectures and seminars. In the workshop component of the course, students create a major creative work that substantially develops their existing skills in this area. This work may take the form of an interactive work (web site, CD-ROM, installation, and so on), a time-based work or, with the approval of the co-ordinator, alternative options, such as the prototype for a much more ambitious work that is suitable for postgraduate study. Students are also required to present written and oral communication to a professional standard regarding their work, both before and after its completion.
Objectives:	<ul style="list-style-type: none"> # be able to understand historical and contemporary developments in the field of Information Technology and Creative Practice in Art and Design (ITCP); # through their participation in the lab-based workshops and the production of a major artwork, students will substantially develop existing creative and technical skills; # be able to understand and discuss contemporary developments in this field and to contextualise their final piece of work within the field.
Assessment:	A design plan equivalent to 1000 words including creative aims, description and diagrams of the final work, a small but demonstrative component of the final work, a flow chart if appropriate, assessment of the technical issues, the production plan, a list of resources required and any - copyright issues, 20% (due week 6). A major project with accompanying workbook, reflective analysis and catalogue entry equivalent to 3000 words for 3rd years or 4000 words for 4th years and orally presented to the class, 80% (due week 12). A hurdle requirement of minimum 80% attendance is required.
Prescribed Texts:	To be advised

Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<ul style="list-style-type: none"># be able to engage in original research and demonstrate sound and independent creative and critical thinking in their choice of materials, processes and assessment project;# have the ability to trouble-shoot and teach themselves advanced aspects of software functionality by using manuals and web-based resources to solve technical problems;# be capable of presenting written and oral communication regarding their work at a professional standard, suitable for applications for grants or postgraduate study.
Notes:	This subject has a quota of 20 students per class.
Related Course(s):	Bachelor of Creative Arts Diploma in Creative Arts